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VANTAGE™

PRESS RELEASE REVIEW

Inside information for comic dealers and collectors!

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November 1994

#7

UPCOMING MARVEL™ MOVIE HIT?



DEFIANT™ SHUTS DOWN! NEWS & ANALYSIS!



TEKNO™ LAUNCH! NEWS! PICKS!



PUBLISHER BLOODBATH! SUMMER '94 WINNERS & LOSERS!

MARVEL MASTERPRINTS! SPECIAL INFO! NEWS!

SIGNATURE SERIES...SIGNED COMIC! CHEAP!!

Fallen Empires



In the southern reaches of Dominia Prince Jay acquired a reputation of great triumphs. For them the war between Urns and Infidels, the lands of Sargoloth prospered. But as the climate changed, resources dwindled and empires crumbled. Hordes now speared upon in the forests and seas, forcing the Sargoloths to fight for their very survival. Fierce, fierce warriors defended themselves from Orcish raiders and the mid-dagetherian spirit of uncontrolled black magic. Recruit these hardened warriors and vicious professors for your Magic. The Gathering deck, but beware lest you have no better than the Fallen Empire.

MAGIC
The Gathering

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Top Pick of the Month

1st, News: The Newswatch: May #1 (Dennis/Comet/Hel-Scanner)

2nd, News: 25th Edition (Malibu/Universal)

3rd, Comics: #1 (Dennis/Comet/Leonard Nimoy)

More Vantage Picks

Avatar #2, #1 (Grosz/Road)

Babylon 5 #1-up (DC)

Blade #1-up (Marvel/Medright/Long)

Don't Tame With-OUT (Doneyard Press)

Elquest Comics, all (Wisp Graphics)

Helica #1 (Lightning Comics)

Iron Man #291, 284, 291 (Marvel back-issues)

Shenon's Texas #3-up (Image/Creative Fine Studios)

Superman #100, all current (DC/Cosmos/Inquire)

Tomb of Dracula #10 (Marvel/1st Blade)

Tomb of Dracula #10 (Marvel/Origin-of/Blade)

War Machine #1 (Marvel back-issues)

WOLFA, all back-issues (Image/Wildstorm)



Watch for the
Vantage Star
indicating our
top picks!



"The above pick list is a guide based on readers', editors' opinions, and staff opinions — keep in mind that even the experts will disagree. Comics can lose value after months or years. You would be wise to trade or sell books before they lose value. Read over the facts and opinions in Vantage, examine the pick list, and then make your own decisions. Remember: 1) There's no sure thing. Never let the facts in any one book. 2) It may be fun to hunt for values, but comics are never more fun to read! Open up one of those polybags and give comics a try!"

— Publisher Rob Gable

WHAT YOU HAD TO SAY

"Well, we've decided to make the second Ha, no, not to Folger's Crystal!

"We've added the switch to Vantage: Comic & Card Pick, our new comic. We never made a flip cover before — pretty cool, and that month's issue will be a special one, celebrating the full installment of our new comic!

Readers tell us the new name will give us content a better idea of what the mag is all about. We like it 'cause it's a neat change of pace.

Spending of change, your response to the Spider-Man #141 survey has been overwhelming. I don't thank you enough for your support, your words of encouragement, your advice, and your ideas.

Though results are still being tallied, we've picked up a few general trends already. We're going on them.

To most of you are big fans of the picks-and-the names. So, we're working on bringing you

more picks and news. Next month, our Golden Age column should finally be underway.

To those of you love the Signature Series. Okay then, we're not stupid, we'll keep the Signature Series. To be honest, I was surprised by the popularity of this feature. If everyone who checked off "S" for the signature series actually sent away for one each month, we'd be sending back smooched checks faster than I can find them!

So, Your coverage age is thirty to forty, and many of you are dealers. That was already our judgment, but to see it in your handwriting is pretty neat.

We'll continue to look at the survey carefully for more ways to better serve YOU. Next month, we're going to have a whole bunch of new readers, because a fine-toothed promotion has brought readers up considerably for us. We're gonna give them, and you, everything we've got. See you there.

— Publisher Rob Gable

MALIBU IMPROVES ULTRAFORCE #2 PROMOTION!

Malibu Comics has improved their Ultraforce #2 promotion considerably, causing Vantage to promote the status of the 25% version of the book to Top Pick of the Month.

Due to reach comic shops in the U.S. the Ultraforce #2 will arrive with a split print run. About 75% of the comics printed will be the announced in-storeage like Previews and Advanced Comics. Unbeknownst to the other 25% will feature a special limited cover. All of this was announced by Vantage before the issue.

Sources close to Malibu Comics indicate that the nature of the 25% cover, which was originally supposed to feature a gory picture of Prime, has changed. Malibu now plans to have a key Prime of the bottom of the cover, against an off-white background. The 25% cover is now much more visually striking.

In addition, a new variant stamp will appear on each 25% cover. Sources close to Malibu indicate that the stamp will say, "Special Limited Edition." Vantage foresees great potential in that it sure to be a spectacular addition to every Ultraverse collector's collection.

Vantage has also learned that the Malibu is considering additional secret plots — including plots that would take place after Ultraforce #2 comes out. These plots must remain secret at this time, but Vantage believes that the plots would create intense demand for the 25% book overnight. What sort of plots could affect a book when comes out? Well now that's the secret, isn't it?

A splendid read and unlike Top Pick, Malibu sure you're there on comic day.



LARGEST COMIC DISTRIBUTOR BUYS OVERSTREET™

Gemstone Publishing, Inc. — a sister company of Diamond Comic Distributors, Inc. — has purchased selected assets and liabilities, along with intellectual property rights, of Overstreet Publications.

Both Gemstone and Diamond are owned by Steve Seppi. Overstreet products will continue to be published, by Gemstone, bearing the Overstreet name.

Diamond Comic Distributors publishes Previews Magazine and accounts for about fifty percent of the comic book distribution market. Though Diamond's role in comics is largely confined to routing comics from publishers to stores, it is a large company with tremendous influence in the industry. Diamond is responsible for the marketing of new comics to retailers through Previews and is often considered to be the most powerful company in comics, with the possible exception of Marvel

or perhaps DC.

Vantage has learned that most Overstreet offices will relocate to Gemstone's (and Diamond's) home office in Timonium, Maryland in early November. Robert Overstreet and various Overstreet family members will continue on as Overstreet employees.

Industry professionals discussed the purchase on CompuServe, some saying that it would have no effect on the industry. Others indicated that Diamond might now be viewed as a competitor of Wizard Press and that Wizard Press might now be stuck in a difficult situation since a large percentage of its products are distributed through Diamond.

Vantage realized its own highly specialized target market and does not consider Overstreet or Wizard a competitor.



TEKNO-COMIX OFFERS BIG NAMES, BIG MONEY

Vantage applauds Tekno for going after a relatively untapped market, hard core science fiction.

Still, the poster is impressive, and the names are more involved than one might judge at first glance. Rather than spend a half-hour coming up with a concept, and then moving on to the next Hollywood project, Vantage sources indicate that these stars will play an active role in the storytelling and in the promotion of TeknoComix. Indeed, Leonard Nimoy and Majel Barrett have already made convention appearances, discussing Tekno with the press, readers, and fans.

With heavy money and credibility behind them, the founders of cable television's Sci-Fi channel have created a new comics company, Big Entertainment.

Having sold the Sci-Fi channel, the husband-and-wife team of Mitchell Rubenstein and Laurie Silver have invested considerable time, capital, and expertise into Big Entertainment. Without even a single book out yet, they have already used their former Sci-Fi channel contacts to sign up big-name creators and the licensing roadwagon is well underway. Among the licensing projects now in the works: CD-ROMs from IBM, comic releases from Disney, and electronic comic strips from Bell Atlantic.

Big's first imprint, TeknoComix, will feature the work of person the Hall of Famer, Gene Roddenberry, Leonard Nimoy, and Mickey Spillane. These big names have created big concepts which other writers will script for comics. The big names get to "create," "write," and "develop," but they don't write the books.



Illustration by
DAVID LEE
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TEKNO•COMIX (continued)

The first two monthly books, due out in November, will be Neil Gaiman's *Mr. Kite*, the November issue #1 and Leonard Kramo's *Planetoid #1*. Mo'gal Sauer gives us *The Lost Universe #1* in December, based on a concept first developed by her late husband, Gene Roddenberry (inventor of *Star Trek*). Sauer is also known as Nurse Chapel, *Lexx*ers' first, and the voice of the Interpate computer. Neil Gaiman, writer of *Sandman*, is widely recognized as one of the best writers in comics. Gaiman will conceptually unify the universe for several seasons.

MR. KITE is the tale of an obscure robot charged with protecting Earth from the evil Teknophages. *Planetoid* will feature a fascinating story of mankind's first contact with alien beings. Some of the art Vantage has seen for *Planetoid #1* is astounding. Vantage applauds Tekno for going after a relatively unexplored market, hard-core science fiction.



Top Picks of the Month!

Inside Information!

Vantage sees great potential for market here in these first Tekno books, for a few very good reasons...

(1) Unbeknownst to many advance-orderers and readers, each #1 will contain an exceptionally contest insert card and a **good-guy** card. That's right, at the wonderful Tekno store will be a scratch-off good-guy card. Each will be able to scratch off a **good-guy** spot, before taking any of the two "bad-guy" spots, and you're a winner. Every scratch-off will have four good-guy spots, so every card is a potential winner. According to the odds of winning are one in six. The reward for winning is that you can mail in for a gold mailing card with a printed signature from the creator. The promotion is sure to make retail sales — it could hear up the books significantly.

(2) The contest

is nice. Really, really nice. Vantage has every reason to believe that even without a contest, the books would fly off the rack.

(3) Nothing is hot right now, these days, a comic doesn't need very much heat to make the top ten list — there's not much to compete with. But a little heat can get the ball rolling for Tekno. Tekno's marketing department is a juggernaut, managing Vantage (and, we presume, the other mogul with information and promotion, Watchmen).

(4) Watch for Tekno to use their contacts and big money to get these characters into the minds of the average American. Look for Tekno shows, toys, games, and name it. These subscriber ones will be early appearances of these characters.



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DEFIANT SHUTS DOWN

Defiant terminated all employees and ceased publication of all comics on August 24, 1994, according to Oak Smith and David Davis, who together ran the company's publicity department.

The move is a shock to the industry. Defiant has widely been regarded as the strongest independent publisher, after Marvel, DC, Image, Wildstorm, Malibu, and Dark Horse.

Defiant staffers were all terminated and company operations were shut down due to lagging sales, our sources say. One staffer in the phone told us she planned on taking a much-needed vacation, while another said he'd go home to put together his resume.

Computer on-line services have been inundated with messages from readers fans discussing the demise of Defiant. Viewed as a sign of the times, even competitor publishers seem deeply saddened by the news.

As we go to press, it is unclear whether the company will file for bankruptcy. Employees remain, with a disorientation except for one, that this may be just a temporary shutdown. It's said that Jim Shooter will attempt to bring new financing to the company and that Shooter is not yet willing to give up.

Shooter wanted Defiant after successfully co-founding Mutant. Shooter named the company "Defiant" in honor of his opinion that Mutant had been stolen out from under him.

In the search for what went wrong, the non-believing staff will inevitably be blamed. If not the staff, then certainly the distribution market will become Defiant's demon. Vantage sees both views as incorrect. The problem was a continuously narrowing market... the problem was the market of the company.

High-minded, science fiction anything was the realm that shook Defiant. The story was grand, but alien not for children, nor did it appeal to all adults. The story, while sometimes found the words not complex for this tale. Story were filled with strange words, say words, and new, subtle systems. To understand Defiant, the reader had to really concentrate, something he was often reluctant to do. I think, after all, one is expected to be entertained, not work. Perhaps comic readers just weren't ready for the story Shooter had to offer them. Perhaps the story was just lost.

Whether the case, the story was not the only problem. A self-imposed moral high ground kept them from attempting to build their fan base. The word had come down from Shooter

— no manipulation of the market, in any form. Vantage had hinted to Defiant sales that readers wanted the comics they read to also be collectible, and that collectibility is part of the fun of comics.

Hard to disagree. Defiant was never willing to play ball. The word had been taken by that stubborn independent flag, causing that annoying never-give-up reaction that has caused so many pros to throw out the independent with the generalists. The problem with this, of course, is that independent can come. If you don't give them what they want, they'll go elsewhere.

Even the best attribute to the team leader and the Heroes Plan's owner, happened by location. (He one believed in all Defiant, but it's true — the short supply of the harder and the comic were unplanned coincidences. These coincidences did more for Defiant than unplanned events.)

True, Defiant had a customer base narrowed to readers, gallery, identification readers who didn't care for hardcover, and who were willing to buy all or most of his universe to understand it. Low industry sales may be blamed, but Vantage thinks that was just the tip of the iceberg on the comic's back. Good people got it a good try, but the pool was super hot the day.

More on Defiant in the upcoming Defiant Special #1.

Support Your Local Comic Shop!

- The best selection!



- See what you buy before you buy it!

- Friendly, personalized service.



The local comic shop is your personal connection to the world of comics. It needs YOUR support to keep bringing you truly awesome entertainment! Shop there often! Tell 'em Vantage sent you!

VANTAGE

MARVEL ACTION HOUR TO BEGIN

Marvel Action Hour is launching as a syndicated-television action show all over the U.S. as you need it, according to Marvel Films.

The Marvel Action Hour features two half-hour shows starting the Fantastic Four and is team lead by Iron Man. The Marvel Action Hour will appear as 10 one-hour original episodes.

The show will appear on 145 stations, reaching ninety percent of the nation. The show will also be seen internationally.

Marvel Films President Art Asch told Vantage, "Fantastic Four is funny, imaginative and intelligent, and Iron Man is very, very bold.... These characters help drive Marvel's success in comic books, trading cards, and other entertainment products." Stan Lee will serve as co-executive producer of the Marvel Action Hour.



Iron Man
and the
Fantastic Four
are the
stars of the
new show.

Thankfully, none of the stress taking place in today's Fantastic Four is scheduled to show up here. The Fantastic Four will be made up of the original players Reed, Sue, Johnny, and Ben. Yes, we'll lose the Human Torch, not his previous television replacement, Herbert the Robot. (Marvel had to replace Johnny with Herbert because they had already sold an exclusive Torch license to someone else.)

Iron Man leads a team made up of Jim Fester/Mr. Machine, Spider-Man, Scarlet Witch, Wasp, and Gant.

The cartoon may give readers a bit of a taste for the Fantastic Four and for some of these other ancient characters, but book-issues may be a different story. With so many book issues for some of these old characters out there, any new demand might be too diluted to raise book-issue prices. Where could a new Fantastic Four be possibly sold?

Jim Fester/Mr. Machine catches our eye as an exception to our "dilution theory." He is a character with some potential, who doesn't have as much history behind him. His key book issues are cheap, they're easy to pick up at the store, and they're gaudy pin-ups.

Some key Fester books to watch:

- Iron Man #281 - First Mr. Machine-Jarvis
- Iron Man #314 - Fester becomes Iron Man
- Iron Man #321 - Fester becomes Mr. Machine
- Mr. Machine #1 - Origin and Fall Retold

There's a lot of the show for an easy two or three books. This is a nice set of picks — we have here a fresh character with appearances that can go nowhere but up, now gaining his first national publicity. Plus, Mr. Machine's fresh weaponry has a real sound appeal to kids.

Marvel Comics 90210

We're reminded of that old Pennacchi Pennacchi commercial. Actor Sean Lee and Director Mads working one each other. "Hey, you got Beverly Hills in my corner?" "You got corner in my life..."



Sean Lee plays David Lee in the Beverly Hills 90210 comic book.

Well, there'll be no such commercial, but there will be an odd combination. Sean Austin Green, who plays David Lee (the one with the scolding) in Beverly Hills 90210, will do the voice of the Human Torch in the Fantastic Four cartoon. (Sean doesn't know)



THE MARVEL MOVIES

Vantage sources have confirmed Marvel movies that may be produced. This is important because: (1) Another Marvel movie would be a very neat thing; (2) Marvel Entertainment Group, under the leadership of Toyen Randall Fessenden, has bought back Marvel movie rights and is now seeking out directors and producers of greater quality than of yore; and (3) Fessenden has already proven he can take Marvel characters to new heights, as with the Marvel Action Hour or with the multitude of Marvel pinballs, t-shirts, place mats, etc., now available in great numbers in Wal-Mart and such places.

Since Blade clearly leads the pack, and since Blade is a pretty minor Marvel character with cheap appearances, this boy's an easy pick.

In other words, this is not your father's Marvel movie. The next Marvel movie to come out should be for-real entertainment, not straight-to-video crap. Let's not forget that a movie can explode back-issue value.

As long as we're not forgetting, let's not forget that most up-and-coming movies unanimously go nowhere. However, the movies that do have the best chances of success. Since Blade clearly leads the pack, and since Blade is a pretty minor Marvel character with cheap appearances, this boy's an easy pick.



Blade TM & © 1998 Marvel International, Inc.

Current Status of Movies

1) **Blade** Now Under Production:
None

2) **Movies About to Begin Production:**

Blade: This midnight son (Clayton Kopp) will be focused in a New Line Cinema movie. The script is written, the director is chosen, and casting is now getting started. Marvel is searching for a highly reputable African-American actor to play Blade. Look for release by late 1998. The books to watch: *Tomb of Dracula #13* (1st Blade), *Tomb of Dracula #13* (Clayton Kopp), and *Blade #1*, published only in four limited runs.

3) **Movies that may soon begin production:**

Blade: The Touchstone/Columbia Fox movie also has the second draft of the script in development. Produced by Richard and Louise Schulz-Dorner (Lethal Weapon, Last Tango in Paris).
Other Characters: None. Produced by Ed Fessenden, whose scripts include *The Crow*, *Red Heat*, and *Conan*.
Invincible Hulk: Universal Studios is working on the second draft of the script. Produced by Cole Anne Haskins, T2.

4) **Movies on the Back Burner:**

Blade: None. Instead of the happy book-keeping ending, you'll be able to see a Twentieth-Century Fox movie directed by Chris Columbus from *Conan* films. **Book Burner:** The comic from Columbia Pictures. Wesley Stripes Fox agreed to play the Book Burner.

Dr. Strange: Also from Columbia. The script is done.

Spider-Man: Further. Columbia of tomorrow and 20th Century will probably shoot this for Summer 1999 release. Unfortunately, Columbia is a busy man with lots of potential movies to think about.

Ghost Rider: The script is written. If Blade is a hit, we bet Ghost Rider won't be far behind.

5) **Movies On the Back Of the Back Burner:**
Copier appears. *The Nightingale*, *Elvis*, *Aladdin*, *Dracula*, *Iron Man*.



WILD.C.A.T.S NEWS AND PICKS

By the time you read this, the first episodes of the WILD.C.A.T.S. Comet Action feature animated television show will have aired. CBS has committed to 13 episodes, a full season's worth of Tuesday morning television.

The new half-hour animated series is scheduled to air every Saturday morning. "There will be plenty of action in every episode," he said. "All the characters our fans have become accustomed to are in the cartoon. They haven't really changed anything, besides turning down a little of the violence you sometimes see in the comic books."

Co-creator Jim Lee was nervous about making the first cut with CBS. "We were the dark horse," he said. "We came into the whole thing late. There were many other significant players in the game, but when it came down to the wire, Lyle [Fox or CBS] read the script, liked the way the property was handled, and decided WILD.C.A.T.S. would make a good program."

"When I got the call that we had been picked up, I was ecstatic. It was an amazing feeling, and I cried constantly for the next two days."

Wildcat Productions is launching a new

comic book series, WILD.C.A.T.S. Adventures, in concert with the series premiere. It will adapt episodes from the TV series and the art will have a more cartoonish feel to it. "By Tempestas will pencil it and Jeff Matsumi will do the colors."

Other products now scheduled from Wildcat include action figures from Playmates, due out by Christmas, and a Lego game in 1995.

One item that should help with new fans and bolster sales: A notice reminding viewers of WILD.C.A.T.S. comic books and comic book pages will appear at the end of each episode. Vantage applauds the move. In anticipation of the station, Vantage has previously named all WILD.C.A.T.S. books as picks. To drive the point home, we've done so again.

It was the power of television that made Superman and Spider-Man the stars they are today. Princeton University graduate Jim Lee is no fool — watch him milk his

cartoon for all it's worth (indeed, we may say we'll be witnessing the birth of a new American legend... WILD.C.A.T.S.)



THE NEXT BAD GIRL HIT?

Lightning Comics isn't going to stand by and let Vampirella, Bitch, and Lady Death steal the show! Oh no, they're not stupid.

In fact, Lightning has pushed Hellcat #1 right out the door at the speed of, well, lightning. A process of writing, drawing, and design that normally takes Lightning months took place in a two to three week period. Hellcat's publisher, Marvel Commerce, is a Gulf War veteran who serves in the Army Reserve. Lightning coaxed him into penning the pages in a few days, just before flying out to serve in Washington, D.C. Lightning surely readily admit they did this to try to take advantage of the "bad girl" syndrome while it is still out there.

While publishers often have to write the book within and draw when they send its description to the advance-order catalogs, Lightning offered their product to the catalogs without even a synopsis of Hellcat #1 (except



HELLCAT #1 BY JIM LEE FOR LIGHTNING COMICS

in fact, to give the distributors something, they had sent some artwork from May 84, [Hellcat's first appearance] instead).

Lightning admits they don't have the same financial strength they did in yee-olde days, but they've got the right idea. Writer Dave Gresham told Vantage that Hellcat's more "bad warrior" than the other bad girls. Hellcat got the cool dagger that she throws through her victims, after which the dagger returns to her like Thor's hammer. Hellcat gets her powers from the devil — that's not a book we'll see bogged with Whorens.

With luck, Hellcat could go down in Hellcat as the book that gave lightning a shot in the arm.

Vampirella's back, the official is writing. One-shot Hellcat #1 is due out now with 32 black-and-white pages and a \$2.75 cover price. It will be followed by the Month of Hellcat #1 in January.



THE CONVENTIONAL WISDOM: NO HOLDS BARRED!

With the annual summer battle for market share coming to an end, *Vintage* brings you the conventional wisdom among industry insiders.

▲ **Marvel.** The done thing is nothing, except less of the fun that "failed" seems unimpaired. Generation X will be huge. But movies, animation, and the *Monkeys of Mid-Aton*. Marvel's got more money than Oprah and they know what they're doing.

▲ **Wilekiss.** The books are selling, but will the imprint now be diluted by lesser ideas? Also, Gail goes with Image; she knows hell'll put the *Brave* audience himself, but Image will put in the big.

▲ **DC.** *Orion* promotion makes *Zero Hour* a hit, as we predicted. *Nightfall* for summer. *Zero Hour* this summer. *Vintage* says DC has already had the conference room meetings to plan out how they'll deal next summer too. Meanwhile, at the competition's office. "I'd say there we need more ads in *Reviews*!"

▲ **Wilder/Comics.** Conventional wisdom says, better may just be a bunch of 30-ft executives who don't get comics. We thought so too. We were wrong. We've got on the phone with them, and they know what the deal is. Watch them.

▲ **Legends.** Party-stomping comics sell decently with market potential.

▼ **Comic Guest World.** Who?

▲ **Good Get Comics.** Every small publisher is about to get in on the act. How much longer will last?

▲ **Magic the Gathering.** You'll win the foreign and spend more when it you'll find out money for *Exotic* published-outside-angle cards. It's a dealer's dream, and it's waiting.

▲ **Spellfire.** TSR's answer to *Magic the Gathering*. TSR's huge *Gen-Con* in August should have been called *Spellfire-Con/Conversion-Con*. At the entrance to the main room was a multitude of sweating SR, buyers fanatically watching notes and tables of *Magic* fans how to play *Spellfire* for free. Well, the smaller *Magic* display was installed.

▼ **Shogun.** Great story. Great art. Too many titles. Collectors are tired of waiting for the next *Prime #2*. Where's it coming? Let's hope *Shogun* #2 pull off.

▲ **Image.** HAH-HAH-HAH! A bunch of supposedly-unorganized spoiled kids and the summer AAG the top ten list it's hard to Image-ish when they're the ones with the big purchase orders.



SUPERMAN'S DEAD AGAIN AND AGAIN!

Those of you who carefully read the DC #3 books know that Superman's origin has been slightly altered by *Zero Hour*. All of little *Kal-El* landed near his and Pa Kent's truck. Kenny (Benson's parents) told to the hospital that he can be born. Kenny (Benson) grows up always wanting in second place compared to Clark—in football, in women, in school elections, and so on.

Kenny's jealous turns to hatred and he becomes a formidable villain, *Conduit*. This villain becomes even more important even after the Superman's tomb story.

Speaking of Superman's Tomb, the storyline involves the discovery of Superman's dead body inside what was thought to be an empty coffin. Al-



len concludes the dead body is the real Superman and this gives the living Superman an identity crisis.

Vintage source indicates that this all leads into a major storyline starting in Superman #100, the *Death of Clark Kent*. This will be a grand story in the tradition of the *Death of Superman*. *Vintage* will attempt to bring you more on the upcoming *Death of Clark Kent* very next issue.

Once again, DC faithfully rises, astonishing editorial with seriously thought-out comic book making. The potential for great sales is unquestionable, and the book's potential should not be ignored either.

Source: 11/10/91/10/91

MAXIMUM PRESS IMPRINT WON'T BE IMAGE

Felix Lefel's Extreme Studios is going to publish a new imprint called Maximum Press, according to Extreme sources. Maximum Press books will not carry the Image logo.

This fits right in with the general trend of Image studios attempting to create names for themselves apart from Image. That, of course, is good business. Depending on the other independent studios to help you create goodwill for the Image name is a risky business, regardless of how much goodwill you already have.

Maximum Press will be an imprint for non-superhero books only, according to Extreme sources. *World's End* will be the imprint for offering a sword-and-sorcery and science fiction epic.

Lefel told *Vintage*, "The character *Max* [Maxwell] have been around for some time. That is a story I've been wanting to tell since I began my career in comics, but I never had the time or chance to do it."

Maxwell will be about a young boy who is accidentally taken into the midst of the war between good and evil. "Max" is the given name and "Maxwell" is his story title. The book will be cowritten by Rob Liefeld.

Vintage believes that there is room in the industry for more non-superhero comics. We are pleased to see Extreme throwing its considerable weight behind a non-hero book, but will go with Lefel's word pending it.



SHAMAN'S TEARS IS BACK... WITH IMAGE?

For it was with Image under the auspices of Todd McFarlane's studio, and then it was with Asia, which shut down quickly. Now *Shaman's Tears* is back again, back with Image Comics.

Though *Shaman's Tears* never joins Image apart from any studio, Mike Geil tells *Vintage* that he still views Todd as "a friend."

Geil added, "The sure way to sell a large quantity of comic books is to put on T in the upper corner." Geil says he decided to go back to Image because Image executives had convinced him that "conditions at Image had changed quite a lot" and that when *Shaman's Tears* was canceled, "they sold a minute had been made."

Vintage has been promoting *Shaman's Tears* for both retailing and market value for quite some time, but circumstances have held up the book for years. Although *Shaman's Tears* starts anew with Image, it will pick up where it left off a year ago. Geil added, "Issue #3 is really #2. It is exactly the book that was ready to go a year ago, with a new wrap-around cover and four pages of letter column added." The lengthy letter column will be devoted, in part, to discussing the comic book's odd publishing history.

Laterally, *Shaman's Tears* focuses on Joshua Blood, a young, disillusioned native American. Joshua confronts the mixed civilization results of today's new genetic engineering technology put to a sinister use. This will soon be spun off into another Image team book, called for Shiner. Geil will script it and do the covers.



Illustration by Mike Geil

EXTREME SIX-MONTH PLAN!

Vanage has needed a peek at Osama's marketing plan for the next six months. Osama is Rob Latham's image studio. Our sources tell us to expect the following:

- **Children:** Backdeck and Company #21 Youngblood #10 hit a drive-in at age-BCI
- **November:** A two-hour *Sesame* miniseries airs, written by Lintel, Fox, Youngblood, Tess Chelouche.
- **December:** Woodell lunches under the new Maximum Fox imprint. Legend of *Sesame* comic lunches, intended to reveal new "dark" secrets about *Sesame*.

- January: Extreme has acquired the license to publish G.I. Joe naming G.I. Joe launches this month. This could be a great way to introduce today's Extreme. (Vintage recommends they run some "Youngblood" back-up stories in G.I. Joe. (Let keep from, put.)
- February: Look for two new launches... *Cyber* regular rates and *The Adventures of Backback*.
- March: Expect to see an Extreme Scottish driver (where? Good thing that's not Extreme Autos, or boy would that get confusing!) and a Bloodstained magazine.



BABYLON FIVE AND ALIENS WITH EUROPEAN AGENTS



For those of you who like to see a best concept improved upon, check out DC's upcoming Babylon 5 comic book after #1. The first issue is written by TV series writer J. Michael Straczynski, but the issues that follow will come to us from some comic book heavy

"Wasting time, yet to get into Scaphy's I see how there's lot of food out there, but we just can't take the guy with the funny foot seriously. But when with it spilled themselves and I thought, 'guy, we have some space and to go, then, we wonder when these people would bring' why do they do some the things making the food for me for time when they really

What that is to be true, you may now all ready to tell teenagers, but not. Please remind you people of what we believe, is that the *Baywatch* is just a already proven to a full five years. Yes, the story (what that is) of it is a (longer) 10 minutes, but any ending. Afterwords, to make it (possibly) under consideration.

For those of you who like to get a little more involved upon check out the pioneering *Redbook* of comic book titles (1). The first issue is written by TV news anchor J. Michael Langley, but the rest of the follow-up will come to us from some varied book sources. We would like to hear from Mary Morgan, Peter Dinko, Paul, Dan, and many, and have a special something to do that we can do. *Redbook* 2, which is a book of short stories, is now in the air. The first issue is now in the air. (Contact us at 1-800-800-8000.)

With the 1998 following Big Ten Football Kick-off, the Big Ten will have a special 50th Anniversary. From 1948 to 1998, it's been an exciting 50 years. And the first issue of Big Ten and Big Ten Today, November, will be the first appearance of 50 in comic form, and 50 could grow into another Big Ten Challenge (a la 1997).



VANTAGE QUICKIES

Batman Banters

Batman #514 could be something special, or it could be just another book. Here's all that DC will tell us: "As the man behind the cape continued struggles through a seemingly endless night of rampant crime in Gotham City, he realized that he has no identity. He is not Batman, nor is he anyone else. It is a state that will change his life." How just-what-the-hell-does-that-mean?

DC For Grown-Ups

Random Press is DC's new imprint for grown-ups who are too grown-up even for Vertigo. Look for material catered to adult comic one-shots and limited series that prove to be far stronger than fiction. (Because for the time, it looks like we would agree.) And on the new Fall release table, not at all a coincidence.

Learn, learn, learn and notepad, someone and break out your thinking cap. Because these books will, of course, show up in comic shops, but also in the local library and library. Some books will be inquisitorial in their intent, all for democracy, please, closer to comic shop. (Manga approach.) DC's coming to bring new books into comics.

Over our heads, the Big Book of Urban Legends, it says, is a collection of 100 short (often one-page) stories about life in a big city.

One of these urban legends is called Killer in the Back Seat. It tells the story of a woman who thinks she's being followed by a killer only to discover her supposed killer is trying to tell her there's a killer in the back seat right behind her. Recommended reading.

Star Trek: Generations

Yes, Virginia, there is more the field. The movie featuring both the Next Generation cast and the original cast is scheduled for a November 18 release. Vantage can't wait to beam down on the big day!

DC's comic book adaptation is a six-issue paper with a \$3.95 cover price. Should be fun.



By Dan J. Nappi for DC Comics. © 1997 DC Comics. All Rights Reserved.

Extreme Tie-In

Extreme Justice #3 appears to be a last-gasp attempt to tie more stuff to Zero Hour, but #3 will be followed by a #4. The connection may be weak, since the two-part event doesn't really kick off any of Zero Hour's loose ends. It merely focuses some former Justice League, changed by Zero Hour, who now (suppose, suppose) take on a tougher edge. However, the #3 on the cover is sure to sell a few copies. Those DC folks aren't stupid. (This is the second summer in a row DC has commanded with ease. Next summer? We'd bet DC.)

By the way, this all has nothing to do with Extreme Justice's Extreme Prejudice arc, except for the extreme use of the word extreme. Half said.



VANTAGE QUIRKIES (continued)

ASKEE To Get Quesada

As Vantage predicted, Emory Comics has offered Askee #2 in style, with an unpublished Quesada Cover (see art below). Joe Quesada, of course, is the hot penciler who recently left big-company comics to start his own company, Emory Comics, with intent joining Fantom.

Askee #1-3 are jobs due to the phenomenal crush from Oliver Lobbedo, a young man from the Philippines with no formal art training, as we discussed last issue. Coolish for next issue of Vantage Secret plans for Askee #3 that will completely blow you away.



Event Comics Launch

Speaking of Event Comics, that for offering a July #1. The book features artwork from heroes Quesada and Poinsett, two nice guys who deserve continued success. The untold prep from Dave Whitten-Smith will be a nice bonus. With a \$2.50 cover price, it should sell.

Breed Continues

Jim Sot's truly called Breed continues in a six-issue mini called Breed & The Book of Revelations. Vantage expects a great read.

Vallent Runs With A Winner

343 Moreover, considered by many to be Vallent's home title, will come out weekly in November. The August story is called the Woodbridge Affair. Also shipping in November will be Valtor vs. The Walker (issues #1-2), featuring Solor and Harada. The mini leads into December's Valtor #1.

If Valtor doesn't at least try to give Valtor #1 some heat (and this pull is more recent), Vantage will have been frustrated. Huh! Huh! Woodbridge #2, Masterpiece #15. Says, you've done it before, you can do it again.

Extreme and Roundabout Lowball

The deal between Lifefield's Extreme Studios and their animation company, Roundabout Productions, has taken again. In fact, the two have wound up going head to head in court.

Extreme's video dealings have taken into the shadow of the big Walt Disney/CBS deal. Extreme had at first hoped for a television deal as well, but had more recently suggested their animation would go straight to video.

Now, with immediate plans for Extreme video production canceled, animation company Roundabout Productions refuses to keep the animation job already produced. Roundabout claims that their contract rights are at stake, having hired the late Jack Kirby's lawyer for representation.

Extreme's initial attempt to take the case through to suit filed in Los Angeles Superior Court have been denied. Roundabout has issued a statement indicating that they plan to sue Extreme for \$1 million dollars. Final disposition of Extreme's case against Roundabout is pending.

VANTAGE QUICKIES (continued)

Dream Factory Lawsuit

Speaking of lawsuits, Mike and Joe Foste, the husband and wife team that founded Dream Factory, have entered a legal battle of their own.

One of the larger comic store chains in the nation, Dream Factory at its height included 18 stores and an additional seven under construction. The Fostes sold Dream Factory in 1992 and it was taken public in 1993.

According to Mark Durkin, attorney for the Fostes, the Fostes had as a condition to the contract of sale that they would continue on as employees of Dream Factory for five years. Durkin said that the Fostes were terminated four years, three months early for no reason, though opposition court papers say there was "cause" to terminate.

Vantage asked Mike Foste how he felt about the situation. Foste hedged a bit, as if the question was an uncommon one. "... definitely not good. We feel very positive about the lawsuit."

Continuum Changes Name,
Pulls In Investor

Continuum Comics is changing its name to August House. Sober, we have been unable to give this growing company the promotion it deserves in recent months. The book is down as well as any book from the big publishers. Continuum has quietly been pulling in big names for a smattering of covers and pages: George Perez (Mallus, DC, Marvel), Stan Rozenson (Image), Larry Greenan (Image, A&C) and Mike Judd.

After several issues from Continuum, August House will relaunch The Book with a new #1 featuring Nelson (Wildstorm's) pencils and George Perez ink. The full color book will retail for \$3.50 with 40 pages and a foil contraband cover.

Twenty-four year old publisher Joseph Natoli has indicated to Vantage that August House has a wealthy investor. "Our investor simply wishes to remain anonymous," he said. "All I can tell you is that he is a reader who has never been involved in the comic book industry before."

"August House, the new name, is simply to get our lawsuits getting out of the old and bringing in the new — a new beginning. We need to get rid of the old baggage completely."

Comics Values Monthly
Shuts Down

Anc Books, Inc. is filing for Chapter Eleven bankruptcy and has ceased publication of Comics Values Monthly and Collectible Toy Values, according to company spokesman Ron Holley.

For another sign that a downer industry is having publishers, note that down because The printer refused to print — we had an outstanding printing debt."

Holley indicated the hopes to bring Anc Books, Inc. and the two magazines back quickly after reorganization under the supervision of a federal bankruptcy court.

CVM's arrival will still be published, he said.

Doin' Time With O.J.

Stanford Press once again proves that they are completely out of their minds. The people who brought you Bill Image now offer O.J.

Imports guide to smoking opium. The one's \$3.95 for 64 black & white pages, with

long-term potential and possibly no taste whatsoever.

Wildstorm's
New Push

Wildstorm is introducing a new title called Team 7. The book will focus on the 1970s history of the Wildstorm universe. The premise itself we've seen, with John Vernefeld's art, is stunning. Sources indicate Wildstorm plans a huge promotion for this title. They hope to make it the next hot item. We'll keep you posted on this one.



VANTAGE QUICKIES (continued)

Perez Goes to the Extreme

Soul Laidoff on Perez: "Hell be illustrating covers and pages for us in the near future — including the Youngblood and Team Youngblood illustrations for Youngbloods: Battlezone. He's also recently decided to take his own center owned project, *Gladiator*, to image as well, so we'll have that to look forward to in the coming year." Hufford.

The New York Times Hypes X-Men

The X-Men made the front page of The New York Times Sunday Arts & Leisure section on August 24, 1994. The Times proclaimed the X-Men to be "the original mutants, decades ahead of a certain group of turtles (who had a better agent)."

The Times reported that Marvel President, who now owns 50% of Marvel, has made the company much more aggressive. The Times added, "Among the 1,300 licensed X-Men items are t-shirts, lunch boxes, tea, and action figures. The cartoon's a winner: the movie and the theme park are in the works."

On the X-books, Resman added, "...they're a phenomena used to the Marvel style of characters, their potential against mutants."

Over 14 percent of comic market sales are derived from the X-books, more than Spider-Man, Batman, Superman, and *Dark Horse* comic combined, the Times said. The article also indicated that the comic industry is believed to approach one billion dollars in sales.



Marvel's X-Men Series. See this in *Screen*, *Press*, & *the Future* 1994-1995 Marvel Comics Group Inc.



Pressman to Film Elquest for Wap Graphics

The Game Producer Edward R. Pressman has announced that he has reached an agreement with Wap Graphics to produce an animated feature film based on *Elquest* comics. *Elquest* is the imagination-charged story of a tribe of magical elves stranded on a hostile world. *Elquest* was one of the first successful independent titles, having been created in 1976 by husband and wife team, Wendy and Edward R. Pressman. "W.A.P." continues.

The film is tentatively scheduled for Christmas 1995 release.

Spider-Man Clone Update

Marvel is being a right-typed about its storyline that Vantage could get access. Though we'd prefer a full read, we have managed to pick up a few fascinating crumbs of information...

(1) Whether or how the Clone done is continuing book is still under discussion at Marvel. (2) *Spectacular Spider-Man Annual #8*, which indicated that the clone was a fake, will be dealt with and discarded. (3) Mary Jane will be affected in a major way. It will be revealed that she is pregnant in *Spectacular Spider-Man #220*. "and that's just the tip of the iceberg," Spider-filler Danny Fingers told Vantage. (4) Gwen is a mysterious new figure with a close relationship to Spider-Man. We will be introduced in *Web of Spider-Man #133*, due out in a few weeks. (5) The clone will be called "The Scarlet Spider" (and named). (6) A "major player" will die in *Amazing Spider-Man #400*. "...to choose names and tones for over thirty years," said Fingers. So we asked him, is it Aunt May? But as with about a billion other Spider-questions we shot at him, he kindly declined to comment.



TRAVEL.COM SPIDER-MAN #150 ORIGINAL HELINA ART!!

You guessed it! Just like last issue, answer our questionnaire on this page and you could be randomly selected to win our contest! **Spider-Man #150** is a key book from the clone storyline, going for up to \$100 on the shelves! Our Helina Original artwork is an early, full-figure prototype drawing! Yes! Own the rarest piece of Helina anywhere before she becomes the next bad girl hot!

Why are we doing this, besides being rock n' roll guys? We want you to help us keep tabs on what's going on in comics. Tell us what you're honestly thinking and your input will help us make *Vintage* even better for YOU!

Y E S ! ! ! I WANT TO WIN AMAZING SPIDER-MAN #150 & A GIANT PIECE OF HELINA ORIGINAL ART!!

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PHONE _____ AOL (OPTIONAL) _____

These back-issue comics I might buy soon:

- 1) _____
- 2) _____
- 3) _____

These back-issue comics I recently purchased (just their prices):

- 1) _____
- 2) _____
- 3) _____

☐ (Optional) Hey, *Vintage*, as long as I'm writing you, I'd like to get a real look at Comic Book Checklist Cards! Enclosed is a check for \$6.00 plus \$2.00 shipping (\$12.00 total) for seventy-five *Vintage* Comic Book Checklist Cards. These cards are trading card sized for easy display in binders, etc.

☐ (Optional) Hey *Vintage*, as long as I'm writing you, here's my quick two cents for *Vintage* Newsprint! I want you to know what my dream pressroom would be, what I think of this month's news, what I'm hearing for dinner tonight, or some other pointless drivel!

Vintage #150 Contest
10000th, Greenwood Road, #118
Elm Grove, WI 53122

YOU ARE!
KINGPIN!
SAVORIAN!
MY OLD Foe
RETURNING
ATTACK W/
TOGETHER

IS IT
HIGH

THIS IS IT
WITH
150TH



Announcing the
VANTAGE
Signature Series

HAWKMAN #0

Oh boy! Oh boy! Oh boy! Vantage now brings you a Signature Series book from one of the BIG publishers — DC Comics! Steve Lieber, Hawkman penciler, has agreed to sit down and sign two hundred copies of Hawkman #0!

The legacy of Hawkman is one of DC's longest-running traditions, and this special #0 comic is an unprecedented issue of profound importance. Never before had DC published a #0 issue before Zero Month! This is a book that will go down in history! Each #0 comes with a special silver logo, Steve Lieber's rare signature, and a certificate of authenticity!

SIGNED

STEVE LIEBER

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ARE WE CRAZY??

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Yes, to the Hawkman #0, personally signed by
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 tage, with accompanying certificate of authenticity! I un-
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 ying system. Money may be considered voidable to
 be returned (full review is required).

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NON-SPORTS PICKS

Photo: © Photo by Ted Allen Entertainment Inc. Star Trek: Voyager, 1995

CHROMIUM SEQUELS

One of the most successful card sets in 1994 has seen the *WildStorm* All Chromium cards, and November's *Voyager* follow-on product, the *WildC.A.T.s* 1994 Chromium Foil cards. Like its predecessor, this set features full chromium images on the regular cards, but this time the cards are larger — the new oversized cards (not the *Sandman* and *Men of Steel* sets have helped legitimize. While oversized cards were a gamble last year, the availability of supplies for the larger cards has led to better acceptance by the public. The cards themselves feature characters related to the *WildC.A.T.s* rather than the entire *Homage* studio line. The loss of the popular *Star 10* and *Star 7* cards is partially offset by the timing of the card set (the *WildC.A.T.s* animated show will have been on television for a month by the release date, widening the audience for the cards). Inset

set inclusions for *WildStorm* along with the rest of the industry, resulting in two sets of chrome cards: 12 pointed cards and six double-sided chromiums. A unique collectible has been added as well — there will be five

C O *

WildC.A.T.s Card Picks

WildC.A.T.s 1994 Chromium

from *Worl Galaxy II Factory*

100 Set

WildStorm Universe Portfolio



ated holographic foil disks, one per box. If you want a set of these you'd better move quickly — dealers aren't likely to have any left after a week or two, and prices for them could spike upward as the supply dwindles.

Normally *Voyager* is nervous about a card set that follows so closely on the heels of one that was wildly successful, since dealers tend to over-order in hopes of making a killing. (At this time around our desks have been quashed!) The price run for these cards was pretty or \$0,000 boxes (only a slight increase over the *WildStorm* price run) before dealers even placed their orders. This can really lead to allocations, scarcity, and soaring box prices. Be sure to pick up your cards early on and consider keeping an extra sealed box or two around for future trading to those who can't find any.

One other thing to keep in eye on: promo cards. The checklist for the *WildC.A.T.s* cards, like the *WildStorm* set before it, will list the promo cards for the set. While promo cards have always had a marketplace, listing them on the checklist has produced significant new demand. It would be wise to round up the less common promo cards before the set comes out (at least one promo card is being sent out at the rate of one per dealer, and the



"This can easily lead to allocations, scarcity, and soaring box prices"

demand for that promo-card will push into the \$5-\$10 level fairly quickly).

TRADE UP FROM A BUCKET OF BOLTS TO A TIN CAN?

The Star Wars Galaxy II Factory Tin Set from Topps is nearly identical in make-up to the Millennium Falcon set for the Galaxy Series One cards. This time, however, the disappointing plastic ship has been replaced with a collector's treasure: Vantage expects will meet with greater enthusiasm, the regular card set is replaced with a foil-stamped set and the chase cards are reproduced with the same starfield foil used before. Cards exclusive to the factory set are a hologram of PG-13 and C-3PO by Bess, a 1000 Death Star card, and a promo card for the Star Wars Galaxy II set. The autographed card from the first set is gone, but it has been replaced with a real surprise — a promo card from a Topps Star Trek card set. The only drawback is the high price (about \$150 retail) — but for more than that can be realized by dealers willing to take the gutsy step of opening the tin and selling the pieces separately. As mentioned before, all Star Wars-related items can be expected to bounce in price when the real word of movies shows up in a few years.

IS BIGGER BETTER?

Several in-space collectors offered by various in-space companies and Comic Images give us a chance to collect some really LARGE cards, roughly 6 inches by 9 inches. The last few sets of Fleer Marvel cards have also shipped with sets of oversized cards suitable for framing. This month gives us a chance to choose from several more offerings of larger cards which can be ordered in sets.

Some of the hottest comic in the industry this year have been the alternate covers that White Potato has done for eight WildCats comics. One part eight of the picture shows

up on team 7 if you'll have a chance to purchase a poster that contains the eight covers. Rather than neglect card collectors, WildCats has also announced that a set of eight cards that reproduce the covers will be printed, a set that should prove popular with card collectors who don't own read the comics. As an added, unnecessary bonus, one of the cards in each set will be signed by the artist — and if it's a different card in each pack, the potential for a killer collectible exists (imagine the price for a set of eight cards that are ALL signed by the artist.) A production limit of 5000 copies pushes this set into the Vantage "must have" column.

Fleer has been shipping cards that are 6.5 inches by 10 inches, but it's clear that the rapid sell-through of some of the cards has been because of the subject matter (Marvel characters) rather than the extra size. They've chosen ten of the Hidebeast "brother" pictures from the 1970s Marvel Masterpieces to release as Fleerprints. Dealers can order sets of the ten cards and collectors can purchase them either as sets or single cards. (Vantage expects the Masterpieces to also show up individually in the regular Fleerprints sets.) The availability of the oversized Fleer cards seemed to be more than the marketplace needed, but the higher



quality artwork for the Metalprints should help them sell through more quickly (there will be more demand for single cards) and result in more potential demand long-term.

Comic Images for the Julie Bell Metalprints keepsake collection, is set that features "Metal Formulas," not metal cards. Similar to their earlier Conan keepsake sets, an envelope containing six cards and an uncut mini-press sheet of six regular-sized cards will show up (no mention of a special insert card, although these have been common in the past). These sets are limited to 2500, which isn't very many for an artist whose work is as hot as Ms. Bell's is right now (remember the Fleet Is Men cards she did?).

A HUNK-A-HUNK-A METAL CARDS

Metallic Impressions is bringing out another twenty-card metal set, the Elvis Gold Series II Metal cards. There is nearly infinite demand for Elvis memorabilia and the total print run of 40,000 sets represents a relatively small number. Vantage doesn't expect any quick rise in value on these sets, but longer term they have more potential for high prices than any other items that will ship in November.

BATTLING SANTAS?

As if it's not enough to have Santa on every street corner, we now seem to have them in every card shop. The Coca-Cola IV card set from Collect-A-Card follows the first three sets with another insert set of Santa and continues the numbering from previous sets for the special foil chase card. While demand for the regular set is dwindling, most of the chase cards are still snapped up as quickly as dealers put them out. This hasn't stopped the release of other companies' TCM has announced Santa Around the World Series One cards. This 70-card set features pictures of Santa on every card and twelve foil chase cards (six per box). In addition, each box, on average, will contain an exchange card for a "34-karat gold card." While these clearly have a market as trading stuffers, it remains to be seen if collectors will show as much interest in generic Santa as they do in Coca-Cola's Santa.

"If they don't catch on, your entire collection of caps could turn into the hula hoop of the Nineties"

FOUR-COLOR CARDS

21st Century Archives is following up its successful Prospero hologram sets with something slightly more impressive — Olivia holograms, sets which feature four-color holograms. Once again there is a folder with three holograms and one out of every twenty-five sets has an exchange sheet for a special gold hologram set. While these are likely to sell well, Vantage can't help but worry that 40,000 sets is a few more than the marketplace needs. As usual with Olivia's work, the cards are geared to a more mature audience.

SPECULATIVE CORNER

Milli Caps: What is it with Milli Caps? The craze of collecting circular pictures (complete with an in-store game that sends light up there with dipping your trading cards in a kiddie wheel) seems to have a permanent home in Hawaii and now has a foothold in California. The rest of the country has needed the new collectible with little effort, but Spinn Spinn in particular continue to sell out quickly whenever they are offered by dealers. Do they have a future? As one California dealer put it, "I keep waiting for them to die out." The Vantage capital ball refuses to discuss anything but clouds on the subject, so there might still be hope for these others.

If you're a gambling type, you no doubt already have boxes of Jurassic Park, Knightfall, Spidee, DC Skytops, and Jim Lee Skytops hidden away for the future. This month offers several more sets: a Lion King Milli Cap set, two sets of Moby Milli Caps, and (as a Midwestern month?) WildF.A.P.S. While the media has in sets have an obvious market, the superhero

dolls come in random packs that can be collected to eventually put together a set. The MUGL.A.P.s are expensive (nearly \$3 for a pack with four eggs and one metal dinosaur), but if these things ever break through, they'll no doubt command even higher prices. Of course, if they don't catch on, your entire collection of eggs could turn into the holy hump of the Nineties.

QUICK NOTES

On the spreads, here comes Popper! Card Creations is releasing a set of 100 regular cards and three insert sets totaling 24 chase cards (10 foil cards, 9 Chrome cards, and 5 Cuts), the targeted run will be 1998 (the year of Popper's creator's 16-bus cards). The demand for the set might be dampened by the sheer number and scarcity of the chase cards. (Many collectors won't even start, given the 24 chase cards and the odds of finding all three Power Cal cards, which are distributed one per \$20 pack.) The set itself will appeal mostly to fans of the sailor who are interested in the vast amount of information supplied by the cards.

Fans of Alex Ross may want to check out the Skybox Ultimate II Factory set. The gift-based set includes all the regular and chase cards from the pads, two new foil-stamped cards available only in one of the 5000 numbered sets, and a special binder with artwork by Alex Ross and Gary Whimble-Smith.

IPG has two more high-quality sets of art cards this month, but for a change they're both foray sets. David Sweet Postcard Art contains copies of some of his legendary work — the covers to the Flea Anthony North books. The Michael Holzer Collection features artwork from an artist who has done Yamaguchi covers and



Shadow pictures. Both sets have five Metallic Storm chase cards, and they should each readily appeal to the art card collector.

This month also offers a Japanimation set, with Comic Images bringing out the World of U.S. Manga Corps. Instead of prism chase cards, this time lucky animation fans can seek out chromium cards, autograph cards, and a chance to win original animation sets. You already know if you live in an area where these cards will do well.

You want something completely different? Comestone Communications has something completely different. The Moxy Pyro's Flying Circus Trading Cards (Aug. 1) are on their way complete with 100 high-quality but questionable-cost cards. (Just because we remember what we're dealing with, the card set offers an industry first: "scratch 'n' listen" chase cards. Don't say we didn't warn you.)

There have been any number of pinup-style cards, but this month brings us 50 Fabulous Heart of Ranchy. These cards reproduce some of the best costumes Bill Ward produced featuring the anatomically-improbable buxom blonde and may prove popular with the collectors of adult-oriented cards.



*This card set offers
an industry first:
"Scratch 'n' Listen"
chase cards. Don't say
we didn't warn you!*

COMICS ARE FOR READING

Funny!
By Rick Kaffen



THE NEW
TITANS
DC Comics
\$1.95



Illustration by Rick Kaffen

Alex Wolfman and The New Titans. Two names that work well together, like Laurel and Hardy, peanut butter and jelly, fish and chips (the jury may be out on the fish chips thing). For fifteen years, Wolfman has been with the adventures of these heroes. He was with them when Dick Grayson decided to quit being Robin and become Nightwing (he was there when Donna Troy, formerly Wonder Girl, was a Darkstar, got married, and he was there when J'onn J'onnz betrayed his teammates and nearly destroyed half of them. He's laughed, he's cried, he's enjoyed the team with the rest of us Voltage readers.

Now, after the events of Zero Hour, Wolfman has said good-bye to these heroes and paved the way for a new generation of Titans.

Far off, replacing Nightwing as leader is a former Titans member, Roy "Abe" Harper, formerly Green Arrow's stoic sidekick Speedy. The Titans Tower is gone and so is their independent status. The Titans are now a quasi-government-sponsored group headquartered on Liberty Island and in a satellite high above Gotham's atmosphere.

The team's line-up has been altered as well. Save for our "Changeling" Logan and

Donna Troy, the team now consists of, Tera and Aiko, of the recently defunct Team 7; Kara, the Green Lantern Kyle Rayner, the new Hero Damage; and the 20th Century nephew of Wally "Flash" West, the hero Impulse.

Now, you're probably saying that this will never work, because Wolfman has never dealt with most of these heroes before. Well, he does make it work quite well, thank you very much. Wolfman is smart enough to take into his calculations one very important personality factor: maturity.

For most people, with age comes maturity... even in the comics (although they mature and age MUCH slower than we do). When Wolfman began his run as editor of the series, it was the story of seven teen heroes that he had never written about before. And, as the years progressed, we got to know these heroes like they were part of our family — happy when Donna Troy got married, sad when the two Tera betrayed the team and killed herself, and sympathetic when Nightwing began to have doubts about his abilities, both as hero and leader.

Wolfman wisely wrote from a young-adult perspective, because his characters were

"Now, you're probably saying that this will never work, because Wolfman has never dealt with most of these heroes before. Well, he does make it work quite well, thank you very much."

young adults. His heroes were cautiously optimistic, believing things would turn out right eventually in the world with their help. As the years wore on, and the dinosaurs grew up, he portrayed them in a more "adult" light. It was always done in the funniest style and tone, and they were adult situations that you or I have had to deal with. True, I wouldn't have a problem pondering whether I should marry my alien girlfriend in that life, but Wallace wrote the romance between Highway and Lorrie from the perspective that if we were doing someone for a long period of time, what would we do in that same situation.

Now, with this new group, he's back to square one because he doesn't know much of the characters. However, the maturity of the writing is still there... as well as the dinosaurs' hope that they're doing something right. Like any other group of people who are meeting for the first time, he seems to want them to slowly learn about each other and their respective abilities, gauging their advantages and disadvantages, their likes and abilities. He's basically doing what we would do in a relationship of our own.

To quote Highway in his appearance in the New Years #3, "Give the kids a chance. They're good, and they have the potential to be great." Wallace agrees with that sentiment 100 percent. Pick Up The New Years. You won't be sorry.



**RADIOACTIVE
MAN**
Dongo Comics
\$4.95



He's known as The Incredible Crusader, The Atomic Avenger, and to his close friends, Bob Green. But to all of us die-hard comic readers, he's known as... **RADIOACTIVE MAN!**

Some may have never heard about the rise of the current mascot the man who could beat Doomsday with one hand tied behind

his back? Oh no, you must have. Unless you live in the universe of the three-fingered humans and not in the one of the most American family, The Simpsons. (Do I live in National-related? Is that wrong?)

Well, you're in luck. Through it all in the dimensional plane, with a little help from Simpson's creator Matt Groening, you, the blessed Vantage reader, can pick up a six-issue mini-series featuring Radioactive Man's greatest tales. Another one told you, if you love The Simpsons, and who doesn't, you'll love this comic from Dongo Comics, home of The Simpsons comic line.

The series moves through several arcs of the fictional Radioactive Man's life from his humble origins in the 1950s to his final fate in the 1990s. Through it all, there's action, adventure, romance, and in Simpson's fashion, comedy. In huge, family-style restaurant portions.

It's always making fun of itself and the comic industry as a whole. Radioactive Man (whose shrunken to fit for the remainder of the article) wonders why Dag Boy, one of the dimensional Superior Squad, "seems soaked to gills... at least not even last issue." He questions why the monster he's just battled wore a "silly looking suit." He concludes it's the third time in a week that he's battled a monster destined to conquer the world.

And let's not forget Fatcat Day. When his origin is revealed in the second issue, it began a fitting resemblance to the origin of a certain well-heeled, emotionally-conscious wall-crawler. However, in this case, when the radioactive bug lands on Fatcat's hand he flees it away — making it land on and bite the "goofy-looking bodysuited" hand (or was it the other hand?).

While making fun of comics from the early 1960s (where RA #3 takes place) as well as other comic arcs, the writers, Steve Vance and Gil Morison, also honor the early days of comics like the Atom Comics, whose writing and art changed the course of comics as we know them today. When you read RA, and if you lived in that era, you tend to get a sense of déjà vu. They write the story like it's 1962, right up to the cameo appearance of gubernatorial candidate Richard Mayo, and to the villain... **AMONG, The Love Man.**

So what are you waiting for? Get off your laze, go to your nearest comic store, and pick up several copies of Radioactive Man for you and your friends. Tell your boss, make Hank Aaron trading cards, and read a comic that makes Superman just a hero with good hair.

Followers please forward review material to: Rich Keller, Roly Associates, 23 Arroyo Ave. Rd., Pemberton, NJ 08068.



MARK WAID

INTERVIEW

Mark Waid is the writer of some of the hottest books associated with DC's blockbuster post-*Zero Hour* schedule, including *The Flash*! Mark is one of the hardest-working writers in comics today, handling six major projects. Mark was kind enough to give Vantage some of his time in this interview to talk about his work.

VANTAGE: When did you get started in comics?

WAID: I've been reading them since I was a wee-
kid. In the early '60s I got hooked by the
Barnes frieze, as did a whole lot of peo-
ple from my generation. And unlike a lot of
people, I never stopped reading them.
Even when I discovered glib I still managed
to find room in my life for comic books. So
I've never stopped reading them and have
always been a tremendous DC fan. I always
knew, even growing up, that I wanted to be
involved in comics as a profession. So I guess
I'm one of the lucky ones, in that I got to do
exactly what I wanted to do growing up.

I started my professional career about
10 years ago working for *Amazing Heroes*
— the *Wizard* or *Hero* of its day. What that
did, as a writer and editor in the fan press,
was give me access to a lot of professionals
— doing interviews... so you get in with up
folks... get to know them on a first-name
basis. When DC started looking around for
the next batch of editors in the late '80s, I
got tapped for that and came in with a lot of
good stuff and served as an editor for DC for
about three years... and then broke away
to do freelance and that's what I've been
doing ever since.

VANTAGE: Tell us what books you're working on.

WAID: *Flash*, *Legion of Superheroes*,
Legionnaires, *Katana*, *League Task Force*. A
Deadpool 4-issue Mini-Series for Marvel. If
I'm doing a project with Alex Ross for DC
comics. His next major project will be for DC
and I'll be writing that with him. I feel like I
really caught the breaking with that assign-
ment. I think that assignment's going to be
wicked. [Due out in two years.]

VANTAGE: You've become a "name" now —
what would you say was your big break?

WAID: I seem to have had fortune smile on me,
yes.

I honestly haven't had one yet. If I am
indeed becoming a "name" it is only
because I've been plugging away for four
years in the trenches doing comic after
comic after comic. And I've never had any-



ILLUSTRATION BY JIM LEE

thing that has had a tremendous amount of attention leveled on it or a tremendous amount of promotion, has been what you call a sleeper hit. I guess, *Flash* certainly has been. And *Flash* is where I'm getting whatever notoriety I'm picking up now. I think that what accounts for that is, whether you like the book or not, I think it's very clear that it's a very personal book if you read it. The enthusiasm that I have for the book and the character translates pretty well onto the printed page. If I could do nothing else for the rest of my life, I would write *Flash*. I think that, as much as anything, accounts for people paying attention.

WANTAGE: It seems there's a lot more attention being given to writer these days.

WAID: There was a long, black period where the writer wasn't getting any attention at all, which of course was a lousy time for me to break into the field, but here I am. So in this case I'm lucky as well because, having played away in the trenches during a period when nobody cared about writers at all, there were no new writers coming into the field for that very reason. So now, that's one of the reasons I'm writing

it: It took a month, because there are no other writers out there yet. When all the attention was showered on the artist, there was no incentive for new writers to come into the field. I just came in because I love the comics. I just got lucky.

What I enjoy most is taking the characters and making a story. *Flash* and *Barman* and

No hype and no joke, the kid (*Impulse*) is really going to be a major, major player in the DC universe in the near future.

Superman and so forth, and being able to play with them. Every day of my job is like the best day of summer vacation. I sit around and think about *Green Lantern* and *Flash* and *Wonder Woman* and *Barman* and I play with them all day. Right now I'm having fun playing in the DC universe.

WANTAGE: After several books do you need for enjoyment?



WAID: Well, *Barman*, which is brilliant. *Barman*, when that comes out, I rather like *Barman*. And anything that Robert L. Washington writes — he's the guy who does *Beats*. Those are the ones that come immediately to mind. Those are the ones that I actively chase down when they come out.

WANTAGE: You did some of the key books for *Jim*. Now *Flash* appears to be the big major casualty.

WAID: He certainly appears to be, doesn't he? These big company-wide decisions are hell on *Flash*, that's our line. For *Barman*, and now the gap, I don't think it will come as any surprise to anyone that I care so much about *Wally* [Wally West] that I'm not about to go completely making the guy just for a cheap sales stunt. In point of

led... it's going to be fully about a fully-realized hero who's not killing 'Willy' Heat. We're going to see that Batman in Zero Hour, but it's not really a story. Following Zero Hour, Flash takes 95 through 100 complete a deep-end stop called *Terminal Velocity*. Essentially it was Superman, then Batman, then Green Lantern, and now it's Flash's turn for a major top-level end-of-a-series sort.

Terminal Velocity is the story of what happens to Flash after Zero Hour. He has seen a vision of the future and he knows what his immediate destiny is going to be, and it's not necessarily a happy one. And so he has to spend those six issues learning more about how his powers work and creating this new kid named Impulse, who is a relation of his — a cousin from the future, to be his successor. Because if anybody is next in line for the mantle of Flash it would be this kid, who gets a major play in Zero Hour and is one



Illustration by Mike McKone

What I enjoy most is taking the characters I read as a child, Flash and Batman and Superman and so forth, and being able to play with them. Every day of my job is like the best day of summer vacation.

of the big fourth character who comes out of Zero Hour. Throughout this we also learn, with 'Willy,' a lot more about who's ever happened to Barry Allen, a lot more about how

super-speed works in the DC universe, and eventually we're setting the stage for 'Willy's final stage of development. We're going to take him from point A to point Z as a character and it's going to be a fun ride.

Impulse is Barry Allen's grandson, come back from the future. His problem is that he warbles with Barry Allen's speed, but something went wrong with his metabolism and he's aging at the rate of like 10 years a day. Unless 'Willy' can find a way to help him, eventually, he's going to die an old man by the end of the week. So the clock is really ticking on this kid. No hype and no joke, the kid is really going to be a major, major player in the DC universe in the next future. [Impulse first appears in *Flash* #91-92.]

INTERVIEW: MARK WAID (continued)

For two of our interview took place at a later date...

WAD: We're really seeing some really success for Zero Hour, with reprints being ordered for Zero Hour #4, Water #22, Legionnaires #116, and Flash #94 — you have involvement with three of the four titles — you have to feel pretty good about that.

WAD: Very much so. I think it wasn't intended as such but I certainly found it a tremendous vote of confidence for the kind of stuff I like to see in comics and the kind of stuff that I like to do. If people are reading and coming back and reading they don't have enough copies — with Flash and Legion in particular we've had to pull ourselves up by our own bootstraps because with all the Superman and Batman books, there hasn't always been a whole lot of time or attention for making to devote any time to Legion or Flash — the fact that we've managed to finally pull ourselves up to a level where people are paying attention is tremendously gratifying because it means already we're doing something right. We're not just being silly, we're not juggling you over entertainment and so forth.

VANTAGE: Flash is in the Top 100 books now.

WAD: Yes, Flash #94 made it into the lower part of the Top 100 and in the latest category that just came out today Flash #93 is in at 50. Outside of the Batman and Superman franchises, and Green Lantern, we're the highest ranking book from DC. It feels GREAT.

VANTAGE: What can readers expect in the Legion story?



Terminal Velocity is the story of what happens to Wally after Zero Hour. He has seen a vision of the future and he knows what his immediate destiny is going to be, and it's not necessarily a happy one.

WAD: The Legion has been published since 1958 and it has, therefore, an accompanying 36 years of continuity. Because of the changes wrought with John Byrne's revamped Superman and some of the other changes that have happened, like the old Kryptonian Supergirl not being a part of the DC universe anymore, and so forth, a lot of that continuity makes no sense whatsoever anymore.

And so, Legionnaires, which was the spin-out book about a year and a half ago, was an attempt to bring new readers into the Legion universe. Because of all that continuity there's this feeling among fans that it's a "closed shop" — there's so much going on, there's so much history and backstory — that it's impossible to come into the Legion and understand what's going on. And that's not completely unjustified, because of all the continuity flip-flops that have happened since 1958, it's very difficult to understand Legion continuity and therefore it's very difficult for new readers to come on board.

Legionnaires

was supposed to be an attempt to grab new readers. Kids were coming into the shop, picking up Legionnaires, going "They're kinda kinda cool, interesting characters, interesting powers — where did I go to find out the back-story about these characters?" Well, there's 36 years of Legion continuity you have to know. To understand these brand-new characters you have to understand 36 years of continuity. Legionnaires wasn't a fresh start. Zero Hour provides us an opportunity to wipe the slate clean and go back to the roots of the Legion of Super-Heroes, starting completely from scratch, and per-
do

everything we can do to preserve the spirit of what has made the Legion popular for as long as it has been. That's the longest-running superhero team in comics, so they're going to be doing something right.

VANTAGE: DC seems to be going after the new reader, even to the point of alienating long-time fans.

WAID: I don't agree with the approach of alienating the older readers, but I understand that it's a risk that, if you have to take, then take it. If you have to take that risk to keep the books from dying out altogether, then do it. With Legion, we have been over headwork to make sure that we don't do that. The easier thing with Legion would have been to keep it the same way it is, and just replace the team members with kids who carry glow guns and have big chrome plating and big shoulder pads. That would have been the easier thing in the world — and that's just wrong.

VANTAGE: Will the Legion characters be crossing over into other titles?

WAID: Not in the foreseeable future. Not Rael and I are safely convinced that the time will come sooner rather than later that Superboy MUST meet the Legion of Super-Heroes. That will happen sometime.

VANTAGE: There's speculation that your project with Alan Foss will be a history of the DC universe, something like *Alanels*, but with a focus on the heroes aging naturally as the universe unfolds.

WAID: Interesting. That's not it at all, but that sounds cool. I can't say much — it's not coming out for two years. I took the job because I know that the next guy who allies himself with Alan [Foss] is going to be a god. So I couldn't let that opportunity pass by.

It's not as much of a history piece as you might expect. DC has done *The Golden Age*. There's talk of one called *The Silver Age*, but I don't know for a fact whether that's true. Alan wants to tell more of a look of where the characters may be going years

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from now — things that we don't know, that are yet to come, questioned by Alan Foss with his quippy helper Mark Waid. We have a basic plot in mind, but it hasn't been approved by all the High Shiffs, so I'm loopy of giving out any real details. Contents are signed, but a lot of the plot details are yet to be hammered out, so it would be premature to talk about the actual nature of the story. But it isn't so much a history as it is a look forward.



THE VIEW FROM OBLIVION

By Corey Bond

My generation is a difficult group to label. When people then and now have had enough trying to categorize us, pigeonhole us, or simply define us, marketing gurus are still trying to figure out what it is we want so that they can sell it to us. Collectively we are an enigma. For lack of a truly descriptive term, we've been dubbed Generation X. And the irony aspect of this label how appropriate that name seems to be.

Many of us deny our membership, claiming that we don't fit the mold of Generation X. But the beauty of the situation is that Generation X is inherently non-cohesive, so if you're in our age bracket you can't help but belong, regardless of your self image. It's a Catch-22 situation: the less you fit in, the more you match the description of the typical Generation X member.

Out of desperation, some such people try to define the generation just to prove that it doesn't include them. "Kurt Cobain (lead singer of Nirvana) was the voice of Generation X," they will say. "I don't agree with anything Kurt Cobain had to say, ipso facto, I am not a member of Generation X."

I had a long conversation with some friends this weekend about the nature of Generation X, during which even my boss was trying to deny any affiliation. "Eh,," we said (mainly because that's his name), "assuming chain of comicators, you are the epitome of Generation X."

Furthermore, I would have to say that the character of a high-

cool comic chap, used as a cross-section of society, exemplifies Generation X exceedingly well. They have their hobbies in common — comic books, role-playing games, trading cards, *Star Trek* — but otherwise they represent one of the most diverse groups imaginable. High school and college students, doctors, lawyers, contractors, plant workers, musicians, police, criminals, the unemployed... they're all in there each week checking out the new stuff.

Marvel Comics is not oblivious to the fact. Always ready to capitalize on a current trend with a costly new title, they released *Generation X* #1 this September. And like all things X, the characters in this book are mutants. The creative team behind this new X-title, Scott Lobdell and Chris Bachalo, are striving for rebellion with this team. Rather than creating another group of perfect teenagers, they are trying

to present a group of kids who consider themselves "inconceivable to the mainstream." I appreciate that effort. Certainly some kids today can use a more believable group of super-powered teens with whom they can identify.

As a matter of fact, I think they should take it a step further. Instead of having Generation X battle mutant supervillains, why not have them out the real people and sit around talking and complaining about their lives? I can see it now. Always looking for new ways to improve the image of mutants in the media, the new Headmistress of Xavier's school for gifted mutants, Emma Frost and Banshee, could conduct the production of *The Real World*. Surely MTV exists in the Marvel Universe!

The Real World, for those of



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you who prefer to avoid the role of *MTV* is an *MTV*-style examination of life in the '90s. *MTV* throws a bunch of young adults together into cramped living quarters for a year. The cameras then follow these people, who are not actors, through their forced lives at home. They fight, they laugh, they complain, and they do it all on camera. Each season the cast changes.

Donohue could offer to supply the cast for the next season by using *Genesys* to seek out entertaining mutants from diverse backgrounds. They could even install cameras directly in the *X-Men* mansion so that the series could be filmed there. Each week, denizens of the Marvel Universe could tune in to watch their favorite mutants give on-air-hidden video testimonials and use their powers to do serious property damage to the mansion.

This certainly doesn't seem like a lot of fun from the creator's seat. "We're not going to be dealing with the villain of the month," said Donohue in an interview about the series. "Rather, we're going to be dealing with the relationships between the characters, learning their powers, experimenting, and the constant stress of working with them." Sounds like *MTV*'s *The Real World* to me.

The characters that Lobdell and Donohue have created certainly fit the mold of *The Real World*'s cultural and psychological mix. For of all, there is *X-Men* Poole Guthrie, the sister of *X-Force* member Cannonball. Her hang-ups are sibling rivalry and an obsession with becoming an *X-Man*. (Her parents must be so proud. "Our daughter wants to be an *X-Man*. How many operations will that require?") She also mischievously considers herself the leader of Generation X from day one. This would naturally lead to unending whiny testimonials from her roommates. "Ugh, who does she think she is, anyway?"

There's the obligatory bitter roommate, Chamber, who's angry at the world because his physical appearance (a horrible mutation) has ruined his life. And then of course there is the roommate that's always played off the bitter one because he's glad for what he's got: Miles, who's just as horribly deformed as Cham-

"And next week, Magneto obliterates the Real World House!"

ber, but is grateful because his mutation was his ticket out of the "urban war zone" of South Central Los Angeles. This pair would be good for hours of arguments, misanderstandings, and grudging apologies.

The character Spruch is described as "not necessarily the type of guy you'd want to be locked in a room with for any great length of time." This sounds like the fodder for an entire episode in itself.

Monks is the group pecker, a loud-back mutant who never starts his violence. He would undoubtedly spend most of his time on the show getting screamed at by his roommates while sitting back and smiling innocently. It's always the way.

Another member of Generation X is simply called *It*, throwing a number of questions. First, one has to wonder if this is Marvel's first step in an attempt to control the market on another tier of the spectrum. Second, will Jon Fleming people be as wary about "protecting" their copyright as Marvel has been in the past, considering that it is the name of James Bond's boss? (Although I suppose if they imagine the Next Generation for G.I.,) Third, the character in question is female: why is she named *It* instead of *It*?

Plus, *MTV* couldn't hope for better guest appearances. Wouldn't you watch a show with commercials like, "And next week, Magneto obliterates the Real World House!" Besides, if things ever get slow, Push from Alpha Flight could move in, kick everybody off, then get tossed out of the mansion.

We're talking about a perfect combination here. The *Real World* and an *X-Men*. Both involve a large group of young people with strange lives who live in the same house, whine about their problems, argue amongst themselves, have never-ending crises that never seem to get resolved, and then one day, WHAM! It's a whole new team.

(Cory Bond is not going to write a big line for himself this month, because the guys over at Marvel always change it anyway; let them come up with something clever.)



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THEN ENI, AND NOW ASTER.
KEEP AN EYE ON THIS ONE.'**

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INSIDE:
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